Ys Seven

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CONTENT RATED BY ESRB

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XSEED GAMES

For safe use of this product, carefully read the following section of this manual and the Precautions section of the instruction manual supplied with the PSP® (PlayStation®Portable) system before use. Retain both this software manual and the instruction manual for future reference.

⚠WARNING: PHOTOSENSITIVITY/EPILEPSY/SEIZURES

A very small percentage of individuals may experience epileptic seizures or blackouts when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a screen or when playing video games may trigger epileptic seizures or blackouts in these individuals. These conditions may trigger previously undetected epileptic symptoms or seizures in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition or has had seizures of any kind, consult your physician before playing. IMMEDIATELY DISCONTINUE use and consult your physician before resuming gameplay if you or your child experience any of the following health problems or symptoms:

- dizziness
- altered vision
- eye or muscle twitches
- loss of awareness
- disorientation
- seizures
- any involuntary movement or convulsion

RESUME GAMEPLAY ONLY ON APPROVAL OF YOUR PHYSICIAN.

Use and handling of video games to reduce the likelihood of a seizure

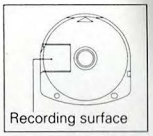
- Use in a well-lit area and keep a safe distance from the screen.
- Avoid prolonged use of the PSP® system. Take a 15-minute break during each hour of play.
- Avoid playing when you are tired or need sleep.

Stop using the system immediately if you experience any of the following symptoms: lightheadedness, nausea, or a sensation similar to motion sickness; discomfort or pain in the eyes, ears, hands, arms, or any other part of the body. If the condition persists, consult a doctor.

Do not use while driving or walking. Do not use in airplanes or medical facilities where use is prohibited or restricted. Set the PSP® system's wireless network feature to off when using the PSP® system on trains or in other crowded locations. If used near persons with pacemakers, the signal from the PSP® system's wireless network feature could interfere with the proper operation of the pacemaker.

Use and handling of UMD®

• This disc is PSP® (PlayStation®Portable) format software and is intended for use with the PSP® system only. If the disc is used with other devices, damage to the disc or to the device may result. • This disc is compatible for use with the PSP® system marked with FOR SALE AND USE IN U.S. AND CANADA ONLY. • Depending on the software, a Memory Stick Duo™ or Memory Stick PRO Duo™ (both sold separately) may be required. Refer to the software manual for full details. • If paused images are displayed on the screen for an extended period of time, a faint image may be left permanently on the screen. • Do not leave the disc in direct sunlight, near a heat source, in a car or other places subject to high heat and humidity. • Do not touch the opening on the rear of the disc (recording surface of the disc; see drawing). Also, do not allow dust, sand, foreign objects or other types of dirt to get on the disc. • Do not block the opening with paper or tape. Also, do not write on the disc. • If the opening area does get dirty, wipe gently with a soft cloth. • To clean the disc, wipe the exterior surface gently with a soft cloth. • Do not use solvents such as benzine, commercially-available cleaners not intended for CDs, or anti-static spray intended for vinyl LPs as these may damage the disc. • Do not use cracked or deformed discs or discs that have been repaired with adhesives as these may cause console damage or malfunction. • SCE will not be held liable for damage resulting from the misuse of discs.


Recording surface

Ejecting the disc

Press the right side of the disc until it is in the position shown in the drawing and then remove it. If excess force is applied this may result in damage to the disc.

Storing the disc

Insert the bottom side of the disc and then press on the top side until it clicks into place. If the disc is not stored properly, this may result in damage to the disc. Store the disc in its case when not in use and keep in a place out of the reach of children. If the disc is left out this may result in warping or other damage to the disc.

Ys Seven

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Set up your PSP® (PlayStation®Portable) system according to the instructions in the manual supplied with the system. Turn the system on. The power indicator lights up in green and the home menu is displayed. Press the OPEN latch to open the disc cover (PSP-1001) or pull open the disc cover manually (PSP-2001, PSP-3001).

Insert the **Ys SEVEN** disc with the label facing away from the system, slide until fully inserted and close the disc cover. From the PSP® system's home menu, select the Game icon and then the UMD icon. A thumbnail for the software is displayed. Select the thumbnail and press the ✕ button of the PSP® system to start the software. Follow the on-screen instructions and refer to this manual for information on using the software.

NOTICE: Do not eject a UMD® while it is in use.

Memory Stick Duo™
Warning! Keep Memory Stick Duo media out of reach of small children, as the media could be swallowed by accident.

To save game settings and progress, insert a Memory Stick Duo into the memory stick slot of your PSP® system. You can load saved game data from the same memory stick or any Memory Stick Duo containing previously saved games.

Note that the button layout shown here is only a default, and may be changed to your liking. During gameplay, you may open the Camp Menu and select "Options," then "Button Config" (page 31) to change the button layout as you see fit.

Basic Controls

Directional buttons/Analog stick: Control your party.

✕ button: Confirm. Attack. Hold and release to perform a Charge Attack.

○ button: Cancel. Switch characters, when available.

△ button: Open the Item Menu.

□ button: Evade.

L button: Unleash the active character's EXTRA Skill, when available.

R button: Hold, and press the ✕ button, ○ button, □ button, or △ button to use the skill your active character has readied in the corresponding skill slot, when available.

SELECT button: Display a full-screen map of the current area.

START button: Open the Camp Menu.

Other Controls

START button: Skip movies.
L button/R button: Hold to hide the message window.
○ button: Hold during events and dialogue scenes to fast-forward through them. The longer you hold it, the faster it goes.

How to use the Adventure Log:
Directional buttons: Select item or switch pages.
✕ button: View details. **○ button:** Go back.

Altago

A kingdom located at the northern tip of the Afroca Continent, along the coast of the Medo Sea. Altago City serves as the capital of this nation – a bustling port city, and hub for international commerce. The inland regions are home to countless beasts, large and small, that wander the uncultivated lands. Deep forests and vast deserts coexist in this harsh landscape, alongside ancient ruins and, of course, innumerable mysteries…

Altago City

The royal capital of Altago, and seat of its power. Boasts a harbor befitting a world-class trade destination, and a population comprised of men, women and children from all over Eresia, come to make it big as merchants in this fabulous land of opportunity. Sadly, Altago City's success rides on the backs of the poor and destitute, who live a meager existence in the long-neglected Old Town slums. And due to a recently-ended war with the ever-present Romun Empire, many residents – rich and poor alike – now mourn the loss of friends and family. In the city center sits a coliseum where the elite train and the guilty die, and standing tall above the military port is a statue of the Orieltan sea god, Grattheos, whom the locals have come to worship. Altago City represents contradiction as much as it does commercialism, and anywhere you go within its walls, it's plainly obvious to see that this is a city with a rich (and perhaps unsavory) history.

Iskan Fever

A deadly illness endemic to Altago that's poised to become an epidemic. Those afflicted by this strange, incurable disease suffer from sudden seizures, high fevers, asthma attacks, and the slow petrification of their extremities. Its causes are unknown, and a gradual, painful demise is its only prognosis. There does exist a special medicine that can suppress its symptoms to some extent, but thus far, no cure has been found.

Dragon Knights

The main military force of Altago, and a symbol of power for the entire nation. The Dragon Knights boast a complement of military battleships – a rarity in the Medo Sea. These are the brave men and women who fought back the Romun Empire during its invasion, ultimately leading to a historic cease-fire agreement between the two nations. Similar in command structure to marines, but with high mobility and a tactical knowledge of both land and sea, their primary tactic is to focus on one enemy at a time, picking through the ranks of opposing forces bit by bit. As a result, security against the Romun threat took top priority for years during the war, and the large beasts known as "titanos" that plague the inland areas of Altago have been largely ignored

Ruins Island

A deserted island about 10 krimelye off the coast of Altago City. Ancient ruins cover the entire island, which earned it the simple nickname "Ruins Island" amongst the Altaginian people. Compasses spin wildly as sailors approach its shores, so the area around it has been decreed off-limits by Altago's king himself. The purpose this island once served remains a mystery.

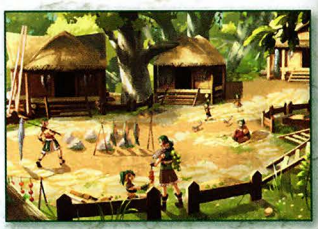
The Five Tribes

Since time immemorial, Altago's balance has been kept in harmony by the pious deeds of its Five Tribes: Edona of the Sea, Shannoa of the Earth, Segram of the Flames, Kylos of the Winds, and Iska of the Moons. Each of these tribes honors an elemental "Dragon," and through mutual cooperation, peace and order has prevailed in the land of Altago. But as ages came and went, two of the tribes vanished, creating a rift in the natural order of things. How this rift may manifest itself in the physical world, however, is unknown...

The Five Great Dragons of Altago

These five Dragons have existed since the creation of the world. Said to reside in the deepest depths of Altago's farthest corners, they've been deified by the locals, and have influenced every aspect of inland life. The Dragons are said to be the origins of all existence, and it's their tireless efforts that keep the lands fertile, and the winds steady. Each of the five tribes revered one of these Dragons, ensuring that peace and order would be maintained in perfect harmony. But now, with two of the tribes missing and the foreign sea god Grattheos corrupting the faith of the Altaginian people, chaos has begun encroaching upon the land...

Shannoa Village



Nestled within Altago's sea of trees in the southeast, the people of the wooded village of Shannoa represent one of the Five Tribes, and continue to worship the "Earth Dragon" even today, praising it for their bountiful growth in times of harvest. In recent years, the enormous beasts known as "titanos" have multiplied in number along the roads leading to the village, bringing suffering and heartache to an otherwise prosperous people.

The Ancient Tree of Shannoa

The largest tree in Altago, casting its shadow over the modest streets of Shannoa Village. Though partially withered, this sacred tree remains filled with a mysterious source of vitality. Supposedly, there is an altar dedicated to the "Earth Dragon" somewhere inside the hollow trunk of this mammoth perennial.

Segram Village

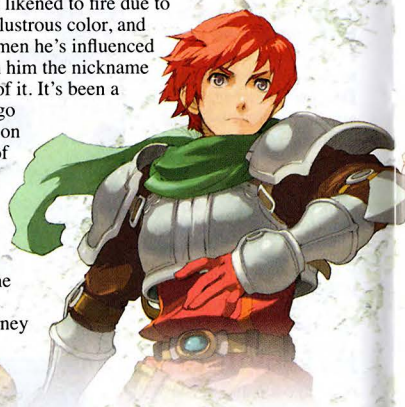
A village located in the vast deserts of Altago's southwest. The people here represent one of the Five Tribes, and continue to worship the "Flame Dragon" even today, attributing their legendary endurance and vitality to its blessed presence. At the village center sits an enormous temple bearing an impressive flame, believed to be an eternal manifestation of the Dragon's energy. The deserts outside the village are infested with the mammoth beasts known as "titanos," bringing all the warriors of the village together under the young chief for guidance and leadership.

Kylos Village

A village located in the mountainous regions of Altago's northwest. As followers of the "Wind Dragon," the Kylosians believe that its breath – the wind – is the source of all life, representing the very essence of humanity. The village's many windmills serve both as a symbol of faith and respect, and as a source of power for processing food. Kylos is led by a blind priestess said to possess mysterious powers of foresight. Supposedly, despite her blindness, there is nothing she can't see...

Adol Christin

A young adventurer who's bravely (or recklessly) traveled the world from a young age, always moving without ever looking back (or even ahead!). His hair is often likened to fire due to its unusually vibrant and lustrous color, and many of the men and women he's influenced over the years have given him the nickname "Adol the Red" because of it. It's been a dream of his to visit Altago ever since he first set out on adventure from the port of Promalock as a teenaged thrill-seeker, so as soon as the war between Altago and Romn came to an end, he and his buddy Dogi hopped on the first ship they could find, and set off for a new journey in this strange new land.



Dogi

Adol's partner in crime, so to speak. Tough, tactless, aloof, and the most kind-hearted man you'll ever meet. First encountered Adol during a brief stint as a career thief in Esteria, on Adol's earliest adventure, and has been accompanying Adol on all of his travels ever since. Dogi specializes in breaking through solid walls with a single punch or shoulder-check, and has been trying to get his self-proclaimed nickname "Dogi the Wall-Crusher" to catch on amongst his friends for quite some time now.

Tia

An herb-seller living in the slums of Altago City's Old Town. Modest and polite, but can hold her own when the need arises. Though she lives a meager existence, she has an air of contentedness about her, due in no small part to the motherly care she provides daily for her adopted sister Maya. Her knowledge of flowers and medicinal herbs provides much-needed help to many people throughout Altago, and is almost solely responsible for the residents of Old Town surviving as long as they have.

Princess Aisha Sari Edonas

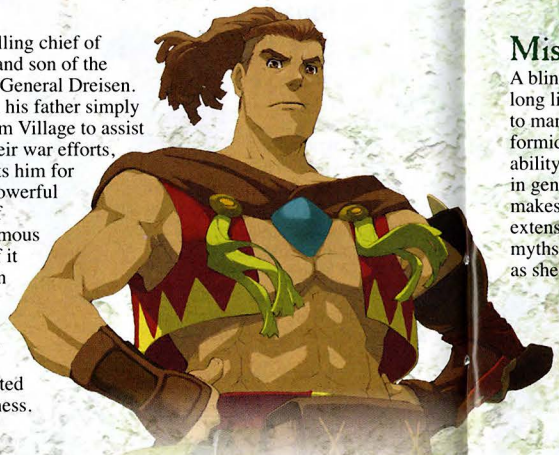
Altago's princess, and sole heir to the throne. Aisha doesn't much care for high society, and frequently sneaks out of the royal palace to see the world in place of her ill father. After meeting Adol, she sees the perfect opportunity for an adventure unlike any other, and invites herself along for the ride. Although Aisha may project an air of selfishness at first, she actually has a gentle heart, a great intellect, and an unmatchable skill with the bow.

Elk

The grandson of Shannoa Village's eldress. Wields a dual-bladed weapon unique to the Shannoa region. Often succumbs to overconfidence and overzealousness, which usually leads to trouble for anyone around him. He seems to take a liking to Adol almost immediately – which, of course, means he starts playing pranks on Adol from the very start. Fortunately, Elk is a genuinely good person with a pure heart – he just has a bit of growing up to do!

Mustafa

The young, unwilling chief of Segram Village, and son of the Dragon Knights' General Dreisen. Made chief when his father simply up and left Segram Village to assist Altago City in their war efforts, and deeply resents him for it. Mustafa is a powerful fighter capable of wielding an enormous war hammer as if it were an extension of his body. Constantly worries about his sister Cruxie, who's been afflicted with a deadly illness.

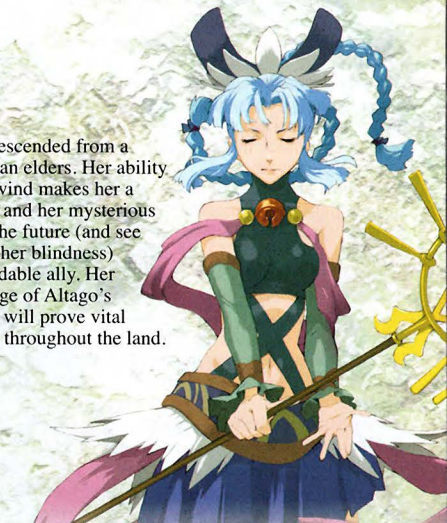


Geis

A mercenary Adol first encountered (and fought) about 6 months ago in the Vortex of Canaan, on the Atlas Ocean. He wields a jet-black poleaxe with frightening skill, manipulates talismans for sorcery, and commands three alchemically-created fairies inherited from his brother Ernst. He is endlessly critical of Adol, but ultimately respects his abilities and strengths, and reluctantly counts him among his allies.

Mishera

A blind priestess descended from a long line of Kylosian elders. Her ability to manipulate the wind makes her a formidable fighter, and her mysterious ability to see into the future (and see in general, despite her blindness) makes her a dependable ally. Her extensive knowledge of Altago's myths and legends will prove vital as she guides Adol throughout the land.

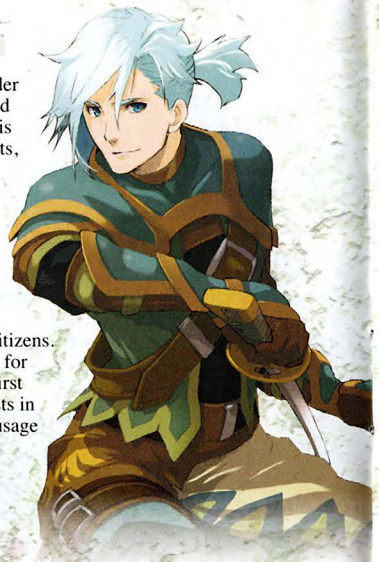


Maya

An orphaned little girl adopted by Tia during the war. Lost her family and her voice under unknown circumstances, but always remains friendly and positive, even in the face of extreme adversity. Despite being mute, Maya still manages to communicate with others quite effectively through gestures, facial expressions, and distinctive sounds.

Scias

A highly decorated commander of the Dragon Knighs, dubbed the "Altaginian Falcon" by his peers for his quick movements, deadly accuracy, and heightened awareness of his surroundings. His strategies in battle against the Romun Empire played a vital role in ending the war. His soft demeanor and dependable character make him a very popular figure amongst the citizens. He serves almost as a liaison for Adol and Dogi during their first few days in Altago, and assists in training them on the proper usage of Altaginian weapons.



King Kiemarl Sari Edonas

The regent of Altago, beloved by his people for his wisdom and benevolence. Adept in foreign diplomacy, he was recently able to pen a cease-fire agreement with Romn, putting an end to the long war between their two countries. He heard stories about Adol and Dogi from an old friend of his, the pirate Ladoc, and took a personal interest in Adol's adventure as a result. Curious to see just how far this infamous swordsman can go, he now provides assistance and information to the adventuresome duo as needed.

Cruxie

Mustafa's little sister, who's unfortunately been stricken with Iskan fever. Though suffering from chronic seizures and general wooziness, she always puts the well-being of others above her own, and is far more concerned about the rift between her brother and father than she is about her own condition. They say she has a strength that rivals even her big brother's, but now that she's sick with Altago's terrifying local disease, she's practically bedridden. Her name is pronounced like "croo-she-eh," spoken quickly.

The Three Fairies: Jue, Xisa & Sera

Three homunculi that serve under Geis. Used to be loyal to his brother Ernst, but after the events that occurred in the Vortex of Canaan, their loyalties shifted. The innocent yet whimsical fire fairy is named Jue. The graceful yet arrogant water fairy is named Xisa. And the stern and serious lightning fairy is named Sera. These three have promised undying dedication to Geis, and respond to his every beck and call, making an already formidable ally even more powerful.

Title Screen

• New Game
This will start a new game.

1. Selecting New Game will bring up choices for the "Difficulty" setting:

   Easy: A mode where enemies can be easily defeated.
   Normal: The game's standard difficulty level.
   Hard: Enemies have stronger attacks and defense, making this mode much harder.
   Nightmare: A truly difficult mode for only the best players.

2. After you select your difficulty setting, the prologue event will begin.

Note that the opening movie can be skipped by pressing the START button, and if desired, all dialogue scenes may be fast-forwarded by pressing and holding the ◎ button.

ATTENTION
You cannot change your difficulty setting once the game begins. If you would like to play at a different difficulty setting, you must start over with another New Game.

• Load Game
Brings up a list of previously-saved gameplay sessions stored on your Memory Stick Duo or Memory Stick PRO Duo. Select one of these save-data files to resume that particular gameplay session.

Saving Data

Excepting for during boss battles and events, you may save your progress at any time during gameplay.
Simply press the START button to bring up the Camp Menu, select "Files," then select "Save."
For more information on the "Files" section of the Camp Menu, please see page 32.

Screen Display

This is the game screen where the action takes place.
You will be controlling Adol and his allies, in parties of up to three characters at once.

• Status and Gauges

• Additional Battle Display

DAMAGE . Total damage dealt.
Player . . . . Amount of damage dealt by active character.
Ally . . . . . Amount of damage dealt by party characters.
Hit . . . . . Combo count.
Stun . . . . . Amount of Stun Points dealt to enemy.
SP . . . . . Amount of SP obtained.
EXTRA . . . Amount of EXTRA points obtained.

Maps

The mini-map indicates your current surroundings. The green arrow shows your location and the direction your character is facing.

Press the SELECT button to bring up a full map. You can use the directional buttons or analog stick to scroll this map, and can return to the main game screen by pressing the SELECT button again.

Movement

Use the directional buttons or analog stick to move.

Interactions

Talking

Go near an NPC and you'll see a "TALK" mark appear above his/her head. Press the ✕ button to talk. You can then press the ✕ button or ○ button (fast-forward) to progress the conversation.

Investigate/Open/Use

Go near certain objects or doors and you'll see a "!" mark appear above them. Press the ✕ button to perform an action befitting the situation.

Basic Controls for Battle

Regular Attack: ✕ button

This will make your active character attack. Tapping the button repeatedly will make your character attack in quick succession. (Note that the maximum hit count will vary depending on the active character.)

Charge Attack

Hold the ✕ button, and release after you've completely charged. This will unleash a much more powerful attack than normal, and replenish a larger number of Skill Points (SP).

Evade: □ button

This will make your active character dash or roll to avoid enemy attacks.

Change Characters: ○ button

Press the ○ button to switch your active party member. If you're controlling a full party of three characters, you may press this button multiple times to cycle through the three available.

Use Skills: Hold the R button and press the ✕, ○, □, or △ button

First, you must Equip various skills in your Skill Slots at the Camp Menu (please refer to page 27 for details). Pressing the button corresponding to the desired skill while holding the R button will consume an amount of SP equal to the number indicated in the status display (assuming that amount of SP is available) and unleash that particular skill.

For more information, please refer to the "Skills & EXTRA Skills" section on page 23.

Also, please note that every skill in the game is unique, so be sure to give each new skill you learn a solid test-run!

Attack Types

The weapons that each character wields have specific properties that affect the amount of damage they'll deal to certain types of enemies.

A weapon's attack type can be confirmed by the icon displayed in the status screen under the Camp Menu (please see page 27 for details).

• Slash

This type of attack uses a blade to slash at enemies. It's most effective against plants and enemies with soft, fleshy bodies. One notable benefit of this attack type is that there exist no enemies it's unable to damage.

• Strike

This type of attack strikes enemies with blunt force. It's most effective against enemies with a hard outer shell, and is more prone to stunning than either of the other attack types.

• Pierce

This type of attack pierces enemies at high speeds, as with arrows shot from a bow. It's most effective against agile enemies, such as birds and flying insects. Because the range is usually longer with this attack type, you're also better able to attack from a safe distance.

Controls for Advanced Players

If you're in a bind, you can always use the "Flash Guard" technique to completely mitigate enemy attacks. Simply hold the R button, then press the L button at the exact moment of impact. If your timing is perfect, you'll take no damage, your SP and EXTRA gauges will receive a sudden boost, and your next attack on the enemy will be a guaranteed critical hit. However, if your timing is off, you'll take significantly more damage than if you weren't guarding at all, making this technique a bit of a gamble. Use it wisely!

Equipment Menus

Weapons, armor, shields and accessories must be equipped on your character before they'll take effect. Do not forget to equip the items you've obtained! For more information, please see the "Camp Menu" section on page 27.

Item Menu

Press the △ button to open up the Item Menu during regular gameplay. There, you'll see a list of item icons.

• Use/Event

These show healing items or event items you'll need to use to progress the story. Press the ✕ button to use the highlighted item.

• Equip

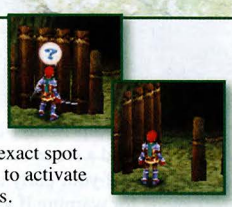
This shows all of the items you have on-hand that provide specific effects to all three of your party members when equipped. Press the ✕ button to equip the highlighted item.

• Symbol

This section depicts the Symbols you've obtained during your adventure.

*More symbols will show up as you progress through the game's story.

Item Usage Area



There are places in the game where you'll see a "?" indicator appear above your character as you draw near. This symbol is a notice that something will happen if you use a specific item at that exact spot. Try using various items at these markers to activate certain contraptions or open locked doors.

Adventure Log

Here, you can view various facts you've learned during your adventure. You will obtain more information as you progress farther into the game.

Monster: Information on enemies you've defeated in battle
Synth: Information on synthesized items you've encountered
Quest: Information on quests you've been given
Help: Gameplay tutorials

Monster

Synth

Quest

Help

Map of Altago

This map shows your party's current location, as well as the next destination(s) you'll need to visit in order to progress the story. As you continue playing, you will eventually gain the ability to warp to any stone monument you've touched within the game world. Once you've been given this ability, you may select a stone monument here to immediately jump to that location.

Next destination
Current location
Selected location
Stone monuments

*Stone monuments MUST be touched for them to appear on the map. If you find a stone monument for the first time, be sure to touch it, even if your party is at full health. You'll know it's been "activated" for warping if a blue circle appears at its base.

HP & Status Effects

• Resting

In towns or open areas, standing perfectly still for a short while will allow your characters' HP to gradually recover. The longer you stand still, the more rapidly it will increase. Note, however, that in some places (such as inside caves and other structures), you will not be able to recover HP in this manner.

• Leveling Up

When a character levels up, that character's HP will be completely replenished, and any status effects removed.

• Item Usage & Equipping

HP can be recovered by using or equipping various healing herbs or special items found throughout the game.

• Touching Stone Monuments

Touching any one of the stone monuments placed throughout the map will heal all HP and cure all status effects for your entire party.

Other Effects of Stone Monuments

Stone monuments also have the following functions. If you see one, be sure to touch it, or neither of these will apply!

1. Sets a Retry Point for when your party is wiped out.
2. Sets a warp destination for when you use the Map of Altago.

Status Effects & How to Cure Them

The following status effects represent common dangers in the land of Altago. If a party member is stricken with one of these effects, however, you needn't fear, for time heals all wounds. (Healing items do the job a lot more quickly, though!)

Poison Stone Freezing Burning Panic Heavy Curse

Poison: Your HP decreases little by little.

Stone: You turn to stone, and become unable to move. You will receive extra damage when attacked in this state. Tap the directional buttons rapidly to expedite recovery.

Freezing: You become frozen in ice, and unable to move. You will receive extra damage when attacked in this state, and may be shattered.

Burning: You are set on fire, and the flames begin to spread across your entire body, damaging you rapidly.

Panic: Your controls are reversed.

Heavy: Your body is encumbered, slowing your movements significantly.

Curse: Attacks and skills become sealed, leaving you unable to fight back. You'll have no choice but to run away.

Game Over

If all of your current party members reach 0 HP, the game will end, and you'll be presented with a Game Over screen. The following choices will be available to you:

• **Retry:** If your Game Over occurred during normal gameplay, selecting "Retry" will send you back to the last stone monument you touched, with all the items, experience and money you had at the exact moment you last touched it. During boss fights, the Retry option will restart the battle from its onset, with your party and all of your items exactly as they were when the fight began.

• **Load:** Load save data from the Memory Stick Duo or Memory Stick PRO Duo.

• **Return to Title:** Return to the title screen.

Skills

Skills are special attacks or techniques that require SP (Skill Points) to use.

Attention!
You must set specific skills to each character's Skill Slots in the "Equip" section of the Camp Menu (see page 27) before you can use them.

To use skills…

Set them in your Skill Slots

• **How to Gain SP (Skill Points)**
Connecting regular attacks on enemies will slowly fill your SP Gauge. Using charge attacks (see page 17) or stunning the enemy will fill your SP Gauge more quickly.

SP Gauge (light blue)

• **Stunning Enemies**
When damage is dealt to an enemy, its Stun Gauge will increment. If the Stun Gauge is completely filled, the enemy will become stunned (indicated by a solid yellow color), rendering it motionless for a set amount of time.

Stun Gauge (blue)

Attacking stunned enemies will provide you with large amounts of SP. You will also not be attacked back, so this is your chance to deal lots of extra damage!

Attacking stunned enemies

*Certain skills or blunt attacks also have an increased rate of SP generation.

Learning & Leveling Skills

Each time you use any particular skill, it will gain 1 to 5 "Mastery Points" (the amount varies based on the weapon and accessory the user has equipped), which function like skill experience points. After a certain number of Mastery Points have been gained, the skill's level will increase.
*Information on each skill can be viewed on the screen where the skill is set.

• Learning Skills

When a skill levels from 0 to 1, the skill-user will learn it. Skills that have been learned can be freely attached and removed, without the need to equip a weapon containing that skill. As a result, you'll be able to set 2 or more skills at the same time for each character.

EXTRA Skills

EXTRA Skills are powerful abilities that can be used by pressing the L button when the EXTRA Gauge is full. Note, however, that each character has his/her own unique EXTRA Skill, and only the current active character's EXTRA Skill will be used when the L button is pressed.

Using EXTRA Skills

The EXTRA Gauge will refill automatically, but hitting enemies with skills causes it to fill more quickly. Also, skills that consume more SP have a tendency to replenish the EXTRA Gauge at a higher rate.

Shops

You can buy, sell, or "Synthesize" items at shops throughout the game. Just talk to the shopkeeper when you're ready to begin!

• Buying Items & Equipment

1. Select "Buy" to bring up a list of items.
You can press the L button or R button to cycle through the possible categories. Items that you cannot buy due to insufficient funds will be displayed in red.

Skill contained within the highlighted weapon
Item List
Characters able to equip the highlighted armament (and how doing so would affect their stats)
Item details
Number of this item your party owns or has equipped
Amount of money needed to purchase
Description of selected item

2. Select the item you'd like to buy.
As you cycle through the shop's offerings, you can view which characters are able to equip the highlighted weapon or armor, and how much of an effect this would have on their attack and/or defense statistics. For weapons, you can press and hold the ▣ button to see the skill that each weapon can teach its bearer.

3. Press the ✕ button to confirm your purchase.
When buying equipment, you will be asked whether or not you want to equip it on the spot. If you tell the shopkeeper that you do, you can then select the character upon which to equip it.

Select who will equip the item.

• Selling Items & Equipment

Excepting for items that are pertinent to the game's story in some way, you're able to sell items in the same way you buy them.

1. Select "Sell" to bring up a list of items.

2. Select the item you wish to sell.

Select the amount to sell. (Up or down for +/- 1, right or left for +/- 10)

3. Press the ✕ button to choose an item and bring up a window that confirms how many of that item you wish to sell. Use the directional buttons or analog stick to change the number, and then press the ✕ button to confirm your choice.

• Synthesizing New Items & Equipment

If you elect to conduct "Synthesis," you can use materials you've gathered from defeated monsters or from Harvest Points to create newer, generally stronger items than the ones normally available for purchase. Many pieces of equipment cannot be obtained any other way, and many of the materials needed to synthesize them are very rare, so be sure to choose your synthesized equipment wisely!

1. Select "Synth" to view a list of all items the shopkeeper has available for synthesizing, as well as the specific materials and amount of money needed to create them.
Press the L button or R button to cycle through the different categories of item. Items that you have insufficient materials or funds to synthesize will be displayed in red.

2. Select the item you wish to synthesize.
When a weapon or piece of armor is highlighted, you'll be able to confirm which characters can equip it, and how much of an effect this would have on their attack and/or defense statistics. For weapons, you can press and hold the ▣ button to see the skills they have available.

3. Press the ⊗ button to synthesize the item.
When synthesizing equipment, you'll be asked whether or not you wish to equip it on the spot. If you tell the shopkeeper that you do, you can then select the character upon which to equip it.

Gathering Materials

Materials needed to synthesize items can be found in the field (mostly from "Harvest Points") or acquired from enemies (by attacking enemy bodies after they've been defeated).

Pressing the START button during the game will bring up the Camp Menu. This displays the active members of the party, the status of each character, and various other pertinent bits of information.

• Status

Name, Attack Type & Level

HP:	Current HP (health points) & maximum HP
EXP:	Current experience points
NEXT:	Experience points needed for Level-Up
Extra Skill:	Character's current EXTRA Skill
Support Ability:	Character's innate Support Ability, which passively affects the entire party

* "EXTRA Skill" and "Support Ability" will display and take effect as you progress the story. You will not have these abilities at the beginning of the game.

Equipment

You can equip weapons, armor, shields and accessories here. This is also where skills are assigned. Pressing the L button or R button will allow you to cycle through equipment displays for all the active and reserve party members available to you.

• Changing Equipment

1. After selecting which type of equipment to change, you will be shown a list of all the corresponding items your party currently has on hand.
2. Select an item from the list, and confirm that it is indeed the item you wish to equip.

*Highlight any weapon of your choice and hold the ■ button to view the skill it contains. You may also press the SELECT button to equip the strongest possible armaments available to that character.

• Setting Skills

1. Select a Skill Slot, and you'll be presented with a list of all the skills the currently-selected character has available.
2. Select a skill from the list, and confirm that it is indeed the skill you wish to assign to that slot.

*Highlight a skill from the list and press the △ button to assign whether or not the character will use this skill in combat when controlled by the game. If an "X" mark is indicated next to the skill, that character will never use it when controlled by computer AI. (Note that this does NOT prevent you from using the skill when actively controlling the character.)
*Markings will appear next to each skill (R○, R✕, R△, R□) corresponding to the button combinations needed to use each skill that's been set for that character. After you set your skills, too, you can confirm the button combinations for each one on the main game screen by observing the placement of its icon, and comparing it with the PSP's four action buttons.

*Skills that are still Level 0 will be removed from the Skill Slots listing when you unequip their corresponding weapons.

• View Mode

While in the Equipment screen, you can press and hold the △ button to go into "View Mode," wherein you can use the Directional Pad or analog stick to rotate the character model.

Party

Once there are four or more characters in your party, you must select three characters to become active members.

• Switching Members

You can swap an active party member with a standby character here.

• Support Ability

As you progress through the story, each character will gain a support ability that passively benefits the entire party.
The support ability never changes for each character, but as that character levels up, so too does the support ability.
Switching out active members will alter the support abilities that affect your party accordingly.

For example, when your active party consists of Adol, Dogi and Elk, your party will benefit from an increased hit rate, an increased stun rate against enemies, and a larger amount of gold dropped by defeated enemies.

Inventory

You can view and discard your items here.
Use the L button or R button to cycle through the different item categories.

• Discard Items
Highlight the item you want to discard, and press the △ button to remove it from your inventory.

*Key Items (items that are pertinent to the story) cannot be discarded.

Note that you cannot use items from the Inventory screen. To use items, you will need to make use of the Item Menu. Please see page 19 for more information.

Option

You can change various game settings here.

• Camera [Automatic/Zoomed In/Zoomed Out]
Changes the zoom level of the camera during gameplay.

• Ally AI [Weakest Target/Same Target/Different Target]
Changes the attack behavior for allied party members.

• Mini-Map [Display/No Display]
Determines whether or not the mini-map is displayed on the screen.

• Voice [On/Adol Off/Off]
Determines whether or not battle voices are played during gameplay. "Adol Off" plays all battle voices except for Adol's, for series fans who do not wish to hear utterances from the classically silent protagonist.

• Enemy Items [Display/No Display]
Determines whether or not potential drop items are displayed when attacking enemies.

*This option is not available until Adol and his party use a specific item to gain this ability.

• BGM/SFX
Changes the volume setting for background music (BGM) and sound effects (SFX).

• Button Config
Changes the game's button configuration. Simply highlight the function you wish to alter, press the ✕ button to select it, then press the new button you'd like to use for it.

Files

This menu allows for saving, loading, or deleting save-game files, or returning to the title screen.

• Save
Saves your gameplay session.
Select "Save," then choose a slot for saving your game on the Memory Stick Duo or Memory Stick PRO Duo.

• Load
Loads a previous gameplay session.
Select "Load," then choose a save-game file to load from the Memory Stick Duo or Memory Stick PRO Duo.

• Erase
Deletes a previous gameplay session.
Select "Erase," then choose a save-game file to delete from the Memory Stick Duo or Memory Stick PRO Duo.

• Retry
Restarts your game from the last stone monument your party touched, with all experience, gold, items and other statistics identical to what they were at that moment.

• Title
Returns to the title screen.

• Using Items

Q: I don't know where to go in the dungeon!

A: That's actually not a question. I said "Q," not "E." But if you must know, I'd say you should just look for any out-of-the-way places that trigger a "?" icon to pop up when you get near them. If you see that icon, press the △ button and use one of your Event Items. You just might get somewhere!

• Obtaining Materials For Synthesis

Q: I beat me some beasts, but I can't get any materials from them!

A: There you go again with an exclamation instead of a question! I don't think you actually understand the concept of Q&A. But to "answer" your "question," try attacking the body of the beast after you've defeated it. It'll start scattering materials all over the place!

• Skills

Q: It's annoying that I have to change weapons every time I use a skill.

A: Do you even know what a question is? Oy! Well, this one's easy. When you use a skill enough times, it'll level-up, and that character will actually learn it. Skills that have been learned will stay with you even after you unequip the weapons they came from. If you continue to learn more skills, too, you can ready up to four different skills per character at any given time.

• Non-Boss Titanos

Q: See, there are these titanos I've come across that I just can't beat…

A: … Oh, I'm sorry, were you addressing me? Yeah, I couldn't tell, what with you CONSISTENTLY failing to actually ask any questions! (sigh) Let's just get this over with. There are a few titanos in Altago that are more powerful than most bosses. Strange, but true! They have no direct bearing on the storyline, though, so if you can't beat them at first (and trust me, you won't be able to!), try coming back to them after you've leveled-up a bit. If you finally DO manage to beat these crazy critters, you'll get yourself some really rare items, so it's definitely worth your time!

• Stone Monuments

Q: What are these stone monuments I see all over the place?

A: WOW! An actual question! … I-I'm shocked! I thought for sure… You know what? I'm just going to savor this moment! No complaints, no smart-alecky remarks. So yes, to answer your QUESTION (man, I still can't believe it!), touching the stone monuments will replenish your HP and cure any status effects your party may be suffering from. Also, these monuments serve as retry points, in case you get overwhelmed during your journey. And most importantly, as the story progresses, you'll actually gain the ability to warp directly to each monument – as long as you've activated it, anyway. So be sure to touch each one you come across at least once!

Nihon Falcom Corporation

Programmers
Hideyuki Yamashita
Takayuki Kusano
Kazuhiko Onoda
Nobuhiro Hioki
Masaya Imura
Katsuya Horimoto

Graphic Artists
Ayumu Ookusa
Yuu Toukairin
Yoshie Sato
Tatsuo Kondo
Shinichi Ito
Takeshi Araki
Hidenori Tanaka
Hiroyuki Yabuki
Atsushi Takai
Maiko Yoshida
Hiromi Okada
Toshio Inoue
Syunsuke Ito
Tetsuya Yamada
Fumika Murakami
Kiyomi Aibara
Miho Inoue
Shinichirou Hoshide
Tomoya Sawamura

Scenario Writers
Hisayoshi Takeiri
Syunsei Shikata
Yuuta Miyazaki
Toru Endo
Aichiro Miyata

Music Composers / Sound Team jdk
Hayato Sonoda
Takahiro Unisuga
Saki Momiyama
Masanori Osaki

Music Performers / jdk BAND
Violin : Akiko Nagano
Guitar : Masaru Teramae
Bass : Atsushi Enomoto
Drums : Norisuke Yoshikawa
Arrangement : Yukihiro Jindo
Recording : Kazuhiro Miyasaka (PRESSTONE)

Illustrations
Katsumi Enami

Special Thanks
Kure Software Koubou Corporation

Coordinator
Mieko Ishikawa

Director
Toshihiro Kondo

Producer
Masayuki Kato

Credits

NORTH AMERICAN LOCALIZATION

XSEED Games

Localization Specialists
Thomas Lipschultz
Jessica M. Chavez

Associate Localization Producer
James D. Whang

Localization Manager
Kenji Hosoi

Product Coordinator
Christine Nakashima

Product Manager
Jimmy Soga

Director of Publishing
Ken Berry

Account Analyst
Shiho Yamaguchi

Finance
Kenzo Nogimura

President
Jun Iwasaki

Special Thanks
ONE PR Studios
Pole To Win America
Studio QED, Inc.
Virtual InterActive, Inc.

Game Testers
Akitomo Tanaka
Jerry Young
Joseph Jin
Kevin Mitchell
Leonard Kim
Waldemar Yuen
Zachary O'Claire

Quest Givers
Belinda Nis
Brandi Swenson
Carol Zander
Chris Gouin
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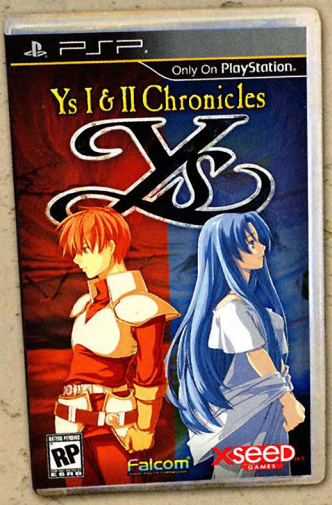

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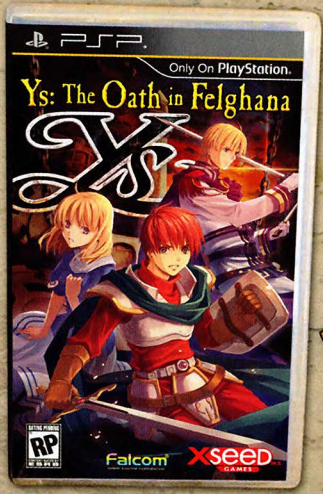

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